

Expeditionary Warrior (EW) 05 Marine Corps Title X War Game Information Paper



Introduction. *EW 05*, scheduled for the week of 5-10 December 04, is the third iteration of the Marine Corps' Title X Wargaming Program under the general rubric of *Expeditionary Warrior*. As such, it corresponds to the Navy *Unified Course Series*, the Army/ JFCOM *Unified Quest War Game Series*, the Air Force *Unified Engagement Series*, and emerging "Title X-like" initiatives by various COCOMS and agencies.

Purpose. The overarching purpose of *EW 05* is to examine innovative operational, organizational, and technological approaches to the Global War On Terrorism (GWOT), with particular emphasis on the role and impact of Distributed Operations (DO).

Concept. Like its predecessors, *EW 05* represents a distinctive approach to Title X Wargaming. It is designed to study an enduring operational problem (with policy and strategy implications) of pressing concern, but with long-term ramifications. As such, it is both responsive to key issues of concern to the senior leadership of the Marine Corps, while imbedding broadly construed Title X equities. This approach is similar to that of the *CMC Policy and Strategy Wargaming Series* of the early 1990s.

Participation. As a Title X War Game, *EW 05* involves participation by the five Services as well as by OSD, USSOCOM, USJFCOM, Regional COCOMs, Coalition partners and selected interagency organizations.

Link to EW04. Unlike its predecessors, *EW 05* will not focus on the USMC-SOCOM relationship. In a broader context, *EW 05* will embed findings from EW03 and EW04 in the War Game.

EW 05 Core Objectives

★ To assess the application of DO to the conduct of the GWOT; i.e., when and under what operational conditions is the use of DO most appropriate and effective across the spectrum of military operations ranging from the tactical to the strategic.

★ To assess Joint/Combined/and Interagency issues associated with planning and conducting DO in the GWOT.

★ To further define the operational characteristics and dynamics; organizational innovations and impacts; and technologies and related capabilities essential to successful DO in the GWOT

Game Approach. In the context of the direction and concept above, *EW 05* will examine vignettes representing a broad and robust set of challenges or cases, at the operational and tactical levels of war. *EW 05* will be conducted at the SECRET classification level. Updated unclassified information regarding *EW 04* may be accessed on our website, listed below.

EW 05 Pathway Schedule

Initial Planning Conference	16 July 04
Organization/Concepts Seminar	24–25 Aug 04
Pol/Mil Seminar	27 Sep 04
Mid-Planning Conference	28–29 Sep 04
Emerald Express (Topic TBD)	Oct 04
Final Planning Conference	03–04 Nov 04
Emerald Express (Topic TBD)	17 Nov 04
<i>EW 05 War Game</i>	12-17 Dec 04
Assessment Conference	TBD
Final Assessment	TBD

Contact Information

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Web Site

WWW.WARGAMING.QUANTICO.USMC.MIL

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